



# ROOTED REMEDIES

— A TALE OF CHINESE HERBALISM —

RULEBOOK



12+

45-90

2-3



# PART 1: INTRODUCING ROOTED REMEDIES



Welcome to Rooted Remedies! During the Qing Dynasty in China, it was a remarkable period of time of vibrant innovation in business and medicine. In the bustling Pingyao city, the heart of commerce thrives with diverse merchants, apothecaries, and bankers. Among them, medicinal businesses flourish, as families of apothecaries leverage their expertise to extend their influence.

As an apothecary in a Pingyao medicinal shop, your mission is clear: help others in need through your knowledge and wisdom. Day by day, you'll apply your skills to heal clients, create medicine, and fulfill public orders to expand your shop and earn reputation, wealth, and success!

With diligence, strategy, and patience, watch your business thrive. Compete with fellow players to become the most renowned apothecary in the city. Let the journey begin!

## Part 1: *Introducing Rooted Remedies*

This section presents a list of game components and describes the game's set-up.

## Part 2: *Playing the Game*

This section provides a full overview of the game rules and the Yin-Yang Tile Actions.

## Part 3: *Playerboard Actions*

This section provides in-depth details of all the Playerboard Actions and different types of Contract Cards.

## Part 4: *Achieving Success*

This section discusses the Prosperity Board and explains its 3 different tracks for the game.

While reading these rules, remember:

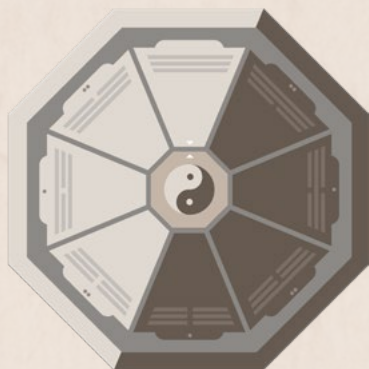
■ **Examples:** are written like this

**Important Notes:** are written like this

Tips and game advice are written like this



# GAME COMPONENTS



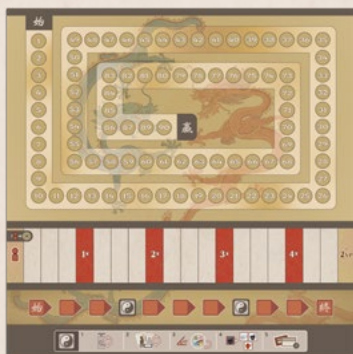
1 Bagua Wheel



1 Central Rewards Tile



1 Market Board



1 Prosperity Board



3 Playerboards



1 Herb Dispensary: 10 of each  
Opaque Basic and Secondary  
Dice—Pink, Yellow Blue, Orange,  
Green, and Purple



60 Public Order Cards



18 Tool Tiles (3 of each type)  
(3 of each type)



1 Forage Bag: 15 of each Transparent  
Dice—Pink, Blue, and Yellow



6 Player Aids  
(2 of each types)



12 Jade Gourd Tokens



15 Private Objective  
Cards



25 Symptom  
Cards



20 Beeswax & Waterdrop  
Tokens



Coins: 15 of each Ones & Threes  
10 of each Fives & Tens



9 Character Counters  
(3 of each color)



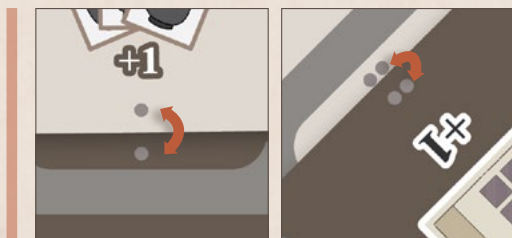
Seal for Round Tracker



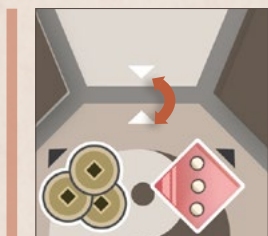
# SET-UP

## BAGUA WHEEL

- 1 Place the Bagua Wheel Board in the center of the table. Place 3 Yang (light) and 4 Yin (dark) Tiles face up on the board, leaving 1 empty Yang (light) slot.
- 2 **Yin-Yang Tiles:** The Starting Tiles have dots on the bottom. Match the 1 and 2 dots to corresponding spaces on the Bagua Wheel. Same colored action should not be adjacent to one another.

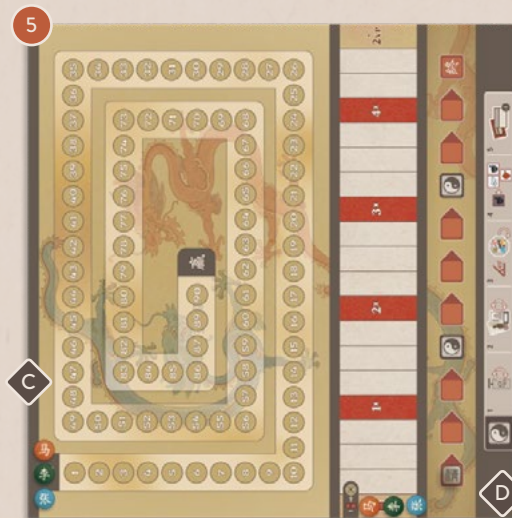


- 3 **Central Rewards Tiles:** Place the Central Rewards Tile in the middle of the Bagua Wheel and align it to the light arrows on both.




## MARKET

- 4 Place the Market Board next to the Bagua Wheel Board.
  - A Fill the Market Board by rolling 2 of each Transparent Pink, Yellow, and Blue Dice. Then 1 of each Transparent Orange, Green, and Purple Dice.
  - B Shuffle and place 4 Public Order Cards face up across the middle row of the Market Board. Place the remaining deck face down on the Cards Space.



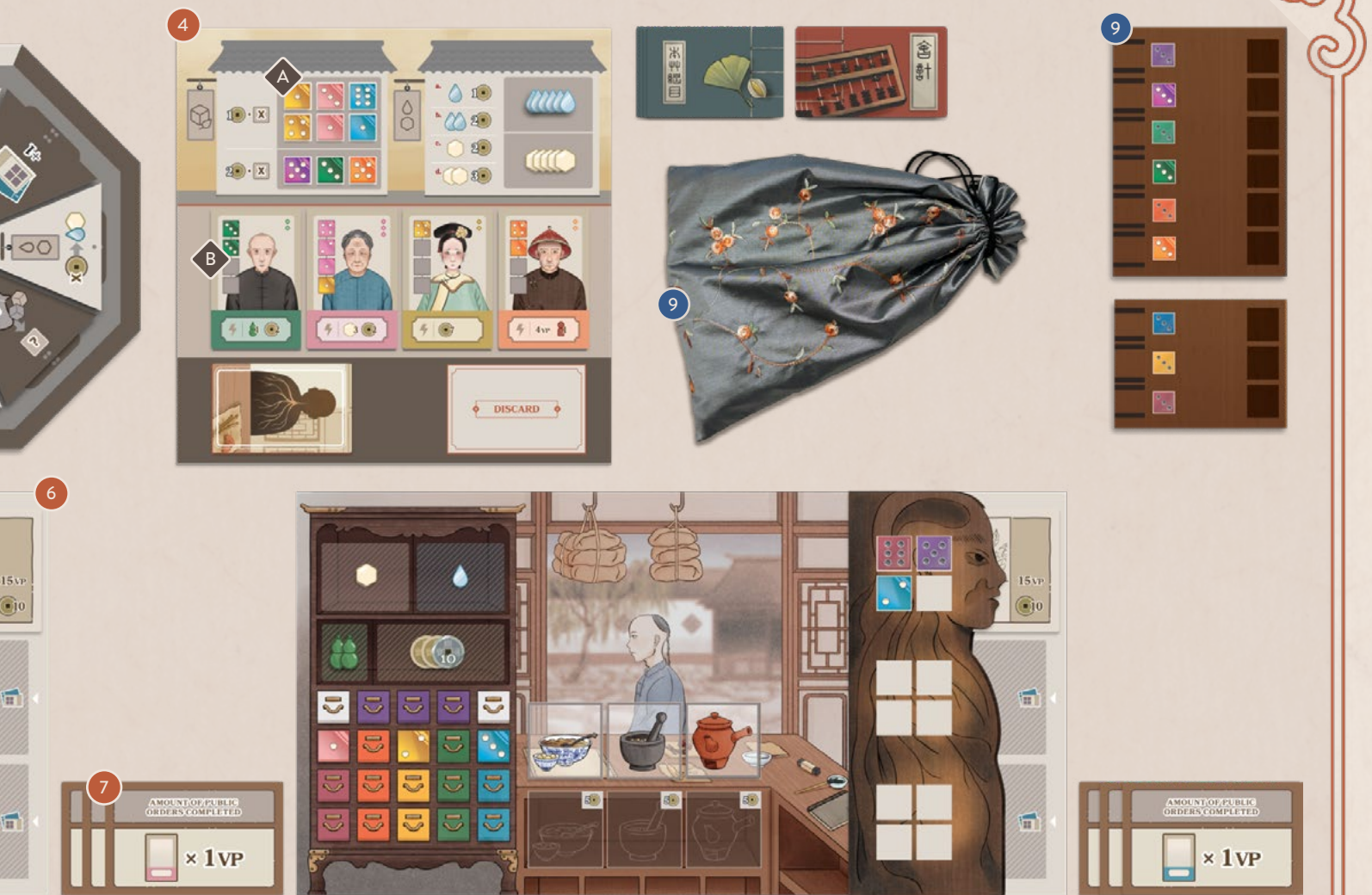
## PROSPERITY BOARD

- 5 Place the Prosperity Board on the side of the Bagua Wheel Board opposite of Market Board.
  - C Each player chooses a Character Counter to place on the start spaces of the Victory Point Tracker and the Reputation Tracker.
  - D Place the Seal on the Start of the Round Tracker. 

## CARDS

- 6 Shuffle the Symptom Cards, and deal 2 to each player. Each Player chooses 1 Symptom Card to insert into their Chronic Patient Board and returns the unchosen card to the bottom of the Symptom Card deck.
- 7 Shuffle the Private Objective Cards and deal 3 to each player. Players keep the cards and place the 3 cards face down near themselves for reference.






## PLAYER BOARD SET-UP

- 8 Each player places 1 Playerboard in front of themselves.
- E Take 1 of each Basic Die: Transparent Pink (1 pip), Transparent Yellow (2 pips), and Transparent Blue (3 pips). Place them in their corresponding color slots in the Playerboard's Apothecary Cabinet. This is each player's starting Herb Inventory.
- F Take 1 Waterdrop Token, 1 Beeswax Token, 2 Jade Gourds Token, and 12 Coins. Place them in the player's Apothecary Cabinet.
- G Take 1 Herbal Pot Tile, 1 Mortar Tile, and 1 Mixing Bowl Tile. Place them in their corresponding slots face up.

### Notes: Dice Pip Value

The holes on a die is called a Pip.

For example:  Transparent Yellow Die (2 pips)

## HERB DISPENSARY/ FORAGE BAG

- 9 Place the Forage Bag and Herb Dispensary next to the Market Board.

**Notes: Herb Dispensary / Forage Bag** The Herb Dispensary holds all the secondary and opaque colored dice. When completing an order or crafting new secondary dice return and take from the Herb Dispensary. The Forage Bag holds all the basic transparent colored dice: Pink, Yellow, and Blue. When completing an order or crafting new basic dice, return and take from the Forage Bag.



# PART 2: PLAYING THE GAME

Each game of Rooted Remedies is divided into 9 rounds with 2 Seasonal Market Refreshes.

## STARTING PLAYER

The player who most recently drank herbal tea is the starting player, or choose at random. The game then proceeds clockwise.

## GAMEFLOW

In a player's turn, there are 2 Actions they must take: **Yin-Yang Tile Actions** and **Playerboard Actions** which must be played in order.

### 1. YIN-YANG TILE ACTION

Choose 1 of 3 options:

- Choose 1 Action from the Bagua Wheel: take a Yin-Yang Tile and flip it to the empty slot. Receive any rewards directly adjacent to the tile moved.
- Use a Jade Gourd to perform actions on the face-down side of any Yin-Yang Tile.
- Skip player Yin-Yang Tile Action and gain 3 coins.

#### **Note: Selling Reputation Points for Money**

A player can choose to sell their Reputation Points for 5 coins and perform their Yin-Yang Tile Action. They must have Reputation Points in order to sell.



### 2. PLAYERBOARD ACTIONS

The player may perform any amount of Free Actions as long as the player has the required resources.

- Complete any Public Order or Symptom Cards. Receive their immediate rewards.
- Use available Tools on Herb Inventory's dice.
- Spend 1 Waterdrop to clean a Tool.

## SEASONAL MARKET REFRESH

After Round 3 and Round 6, a Seasonal Market Refresh takes place:

- Reroll all 9 dice in the Market.
- Refresh all 4 Prescription Cards in the Prescription Order Board by discarding the current one to the Discard Space. Draw 4 new cards and place them onto the Prescription Order Board.
- Rotate the Central Rewards Tile one notch clockwise.
- Each Player resets all Tools and discards 1 Private Objective Card.

**Note:** Refresh steps are also on the Round Tracker



## ACHIEVING SUCCESS

The game ends after the 9th round or when a Player reaches 90 Victory Points during the game. Players can score points based on the Completed Cards, Victory Point Track, Reputation Track, and Private Objectives.

#### **Tip: Game Play Player Aids**

Refer to Game Play summary with these cards.





# BAGUA WHEEL OVERVIEW

The Bagua Wheel holds 7 double-sided Yin-Yang Tiles and 1 Central Rewards Tile. On a player's turn in Yin-Yang Tile Actions, choose any 1 of the 7 actions that are face up on the Bagua Wheel. To choose an action, the player takes a Yin Yang Action Tile and flips into the one empty slot. If the Central Rewards Tile displays a reward atop your chosen tile, receive that award. Then perform the chosen action.

## Note: Yin-Yang Tile Action

On the Player's turn they can only perform 1 Yin Yang Tile Action. They can also choose to skip their Yin Yang Action to gain 3 coins. The player is still able to perform their Playerboard Actions even if they choose to skip the Yin Yang-Yang Action.

**Example:** On this player's turn they chose the Forage Herbs Action. They also receive a Transparent Yellow (3 pips) from the corresponding Central Rewards Tile.

Next, the player flips the Yin (Dark) Forage Herbs Tile into the empty Yang (Light) Slot. Now the Forage Herb Tile facing side is covered showing a new Yang (Light) facing Tile.



## CHOOSING AN UNAVAILABLE ACTION

An unavailable action is any action that is not visible on a upward facing Yin-Yang Tile on the Bagua Wheel. The Yin-Yang Tiles are double-sided which results in some actions being covered.

**If the Tile action the player wants is not facing up on the Bagua Wheel:**

- Spend a Jade Gourd for that action on a players turn,
- Return the spent Jade Gourd to the box.
- Perform the action, but do not flip the Yin-Yang Tile or receive any Corresponding Central Rewards.

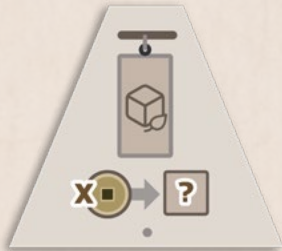




# YIN YANG TILE ACTIONS

There are 7 different double-sided action tiles on the Bagua Wheel. The Yin (Dark-Sided) Actions do not require any resources or payment. While the Yang (Light-Sided) Actions do require payments to perform the action.

## BUY HERBS



The Herbs used to craft orders are represented by dice. Each player begins with 3 dice, but they can buy more. When a player chooses this action, they **may buy 1 or 2 dice from the Market**.

After a player purchases Herbs, replenish the empty spaces by drawing from the Herb Supply or Forage bag. Roll the new dice and place the new herbs on any empty spaces of the corresponding colors.

The cost of each die is based on the Market category. Each category has a corresponding multiplier. Basic-Colored: 1x and Secondary-Colored: 2x.

**Example:** If a player wants a Yellow die (1 pip) and Orange die (5 pips). The Yellow 1 die (1 pip) will cost 1 coin as the price is 1 coin x 1 yellow pip value. The Orange die (5 pips) will cost 10 coins as it is in the secondary group of 2 coins x 5 orange pip value.



## FORAGE HERBS



The player pulls 2 dice from the Forage Bag, rolls them, and **chooses 1 die** to place in their Herb Inventory.

### Note: Foraging and Purchasing Herbs

If a player does not have space in their Herb Inventory for these additional dice, they cannot perform this action.

## BUY WATER/BEESWAX



This action allows a player to buy Waterdrops or Beeswax which can be used to clean tools or modify their dice.

### Note: Buying Waterdrops/Beeswax

A player can make 1 or 2 purchases each round. If they make 2, it cannot be in the same letter category.

**Example:** This player wants to buy Waterdrops and Beeswax. They choose the 1 Water group (a. category) for 1 coin and the 2 Beeswax group (b. category) for 3 coins. Together, the player pays 4 coins for their ingredient purchases.





## BUY A TOOL



There are 3 different types of Tools: Mortar, Herbal Pot, and Mixing Bowl. This action allows a player to purchase additional Tools for their Playerboard with 5 coins. Add one of the following Tools to their Playerboard after paying.

### Note: Buying A Tool

A player can only buy 1 tool with this action.

## TRADE INGREDIENTS



Trade 1 Beeswax for 2 Waterdrops or 2 Waterdrops for 1 Beeswax.

### Note: Trading Ingredients

A player can trade as many ingredients as they want, as long as they have the resources.

## DIAGNOSE A SYMPTOM



This action allows the player to diagnose their Chronic Patient with an additional Symptom Card

- The player draws 2 Symptom Cards and chooses 1 for the Chronic Patient area of their Playerboard.
- The selected card will be inserted inside an available space in their Chronic Patient.
- Return the unchosen card to the bottom of Symptom Card deck.

**Tip:** The rewards vary between different symptoms. Difficult cards that require 4 dice will give players higher rewards but will take longer to complete. Easier cards will be easier and faster to complete, but will yield less rewards.

## RESET ALL TOOLS



This action allows a player to reset all of the dirty Tools in their Playerboard by flipping them to the clean side without using the Waterdrop Token.

**Tip:** Check if a Seasonal Market Refresh will occur soon before selecting this action. The Seasonal Market Refresh will allow all players to reset all tools when it occurs, without the need for an action tile or waterdrops

**Tip: Yin Yang Tile Action Player Aids**  
There are Player Aids that summarize the 7 Yin Yang Action Tiles abilities.





# PART 3: PLAYERBOARD ACTIONS

Playerboard Actions can be performed after a player's Yin-Yang Tile Action. It include all actions in their Playerboard and completing contracts. A player may perform any number of actions during their turn as long as they possess the necessary resources. They can be performed in any order.

## MODIFY OPAQUE DICE

A player can modify any opaque dice in their Herb Inventory by subtracting 1 or adding 1 to its value.

**Example:** This player has 2 opaque dice. During their Playerboard Action they choose to modify both of them by +1 or -1. In this case, the player chooses to change the Opaque Green (4 pips) to Opaque Green (3 pips) and the Opaque Blue (2 pips) to a Opaque Blue (1 pip)



## TOOL ACTIONS

A player can use any clean Tools to modify their dice from their Herb Inventory, as long as they have the required resources.

**Note:** After using Tools, flip the them over to indicate they are dirty.

### MIXING BOWL TOOL



The Mixing Bowl Tool allows a player to create opaque dice. An opaque die requires 1 Beeswax, 1 transparent colored die, and a clean Mixing Bowl Tool.

**Example:** An opaque die's value can be modified by -1 or +1 during a player's turn after it has been crafted.

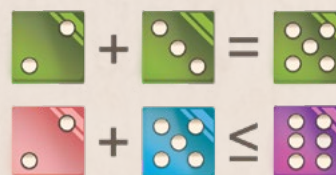


### HERBAL POT TOOL



The Herbal Pot Tool allows a player to combine 2 dice to increase their values or create a secondary colored die.

**Example:** When using 2 of the same colored dice this action will result in the same colored dice with the combined value of both dice. Here, a Transparent Green (2 pips) and a Transparent Green (3 pips) will make Transparent Green (5 pips). Using 2 different basic colored dice will result in a secondary-colored dice with the added value of both dice. Transparent Blue (2 pips) and Transparent Pink (4 pips) will make a Transparent Purple (6 pips)



#### **Note:** Herbal Pot Tool

The highest value for combining 2 Dice is 6. Example: A Transparent Yellow (5 pips) and Transparent Yellow (4 pips) will make a Transparent Yellow (6 pips). A Player cannot use the Herbal Pot Tool on 2 different secondary colored dice as secondary colors signify that it's color has been mixed to it's highest potential. However, they can use it to increase the value of a secondary-colored die with another same colored secondary die.



## MORTAR TOOL

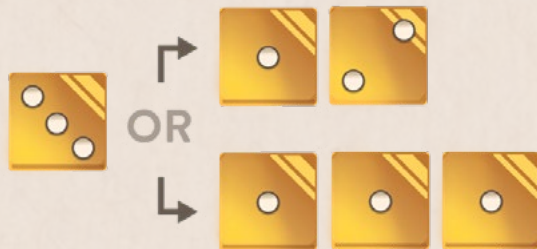


The Mortar Tool allows a player to divide their transparent die into multiple dice.

**Example:** The original die's value must equal to the combination of the divided dice. Here, a Yellow 3 can be divided in two ways:

**First Way:** Transparent Yellow 2, and Transparent Yellow 1.

**Second Way:** Transparent Yellow 1, Transparent Yellow 1, and Transparent Yellow 1.



### Note: Mortar Tool

The Mortar Tool can only be used on transparent dice and not on opaque dice as the beeswax ingredient cannot be crushed.

## CLEAN A TOOL

Once a Tool Tile is flipped over after use, it is considered dirty and unusable. To clean dirty Tools, a player can spend 1 Waterdrop on the Tool to make it available for another use. Flip Tool to clean side after using a Waterdrop.

There is no limit to how many Clean A Tool actions a player may perform, as long as they have the Waterdrop resources for it.



## COMPLETE SYMPTOM CARDS

Symptom Cards address the illnesses in a player's Chronic Patient. There is no time limit to complete these cards. Each player may have up to 3 Symptom Cards by choosing the Diagnose Symptom Action on the Bagua Wheel. When a player crafts a die that is needed for a Symptom Card, they can directly place it into the Symptom Card's herb slot. However, once it is placed in the herb slot, a player cannot remove the die.

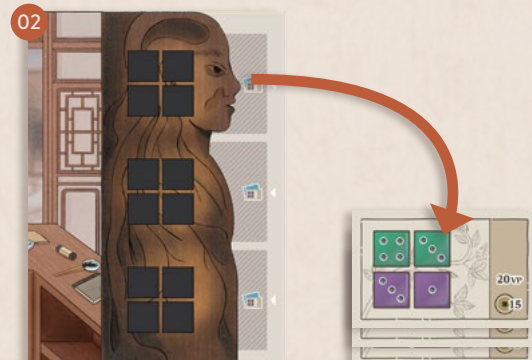
### When a player completes a Symptom Card:

- They return the required dice back to the Forage Bag and/or Herb Dispensary.
- They receive all the rewards the card provides.
- They pull the Symptom Card out of the Chronic Patient and keep it near their Playerboard for End Game Scoring.

**Example:** A player completes this symptom card during their Playerboard Actions. They receive 20 Victory Points and 15 coins.



The player pulls the Symptom Card out of their Chronic Patient slot and keeps it near their Playerboard for End Game Scoring.





# COMPLETE PUBLIC ORDERS

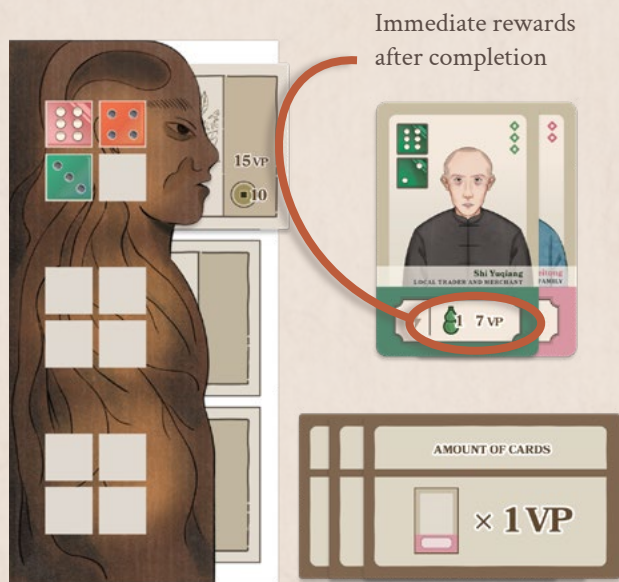
There are two types of Public Order Cards: **Instant** and **Bagua**. The Instant Public Order Cards require dice to complete while the Bagua Public Order Cards require the player to balance the Bagua Wheel. Any player can complete these cards as long as they meet the requirements. There is a time limit to these orders since they will be refreshed during every Seasonal Market Refresh. The unfulfilled cards are placed in the discard pile on the Market Board.

## INSTANT PUBLIC ORDER CARDS:

These cards refer to the everyday customers in the markets looking for an Apothecary to fulfill their prescription. They require herbs to fulfill.

When a player completes a Instant Public Order Card:

- They take the completed card and keep it near the Playerboard for End Game Scoring.
- They receive immediate rewards next to the Instant Icon.
- They must instantly draw a new Public Order Card, replacing the empty slot on the Market Board.



**Note:** All rewards are instant after completion. They are one time only and not continuous.

## TYPES OF INSTANT PUBLIC ORDER CARDS

There is 6 Different types of Instant Public Order cards that hold different rewards corresponding with their card color.



Waterdrops



Beeswax



Coins



Victory Points



Jade Gourds



Reputation



**Difficulty:** There are 3 levels of difficulty for each Instant Public Order, 1 Diamond being the Easiest and 3 Being the Hardest.

Harder difficulty cards will provide more rewards.

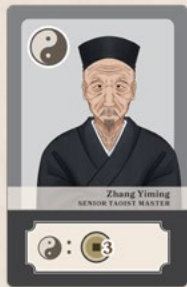
**Tip:** At the start of the game, it is beneficial to complete Instant Public Order Cards that have ingredients or coins to gain an advantage.

**Note:** During a player's turn, if three of the four Public Order Cards are the same color or difficulty, the player may discard all 4 for a new set.



## BAGUA PUBLIC ORDER CARDS:

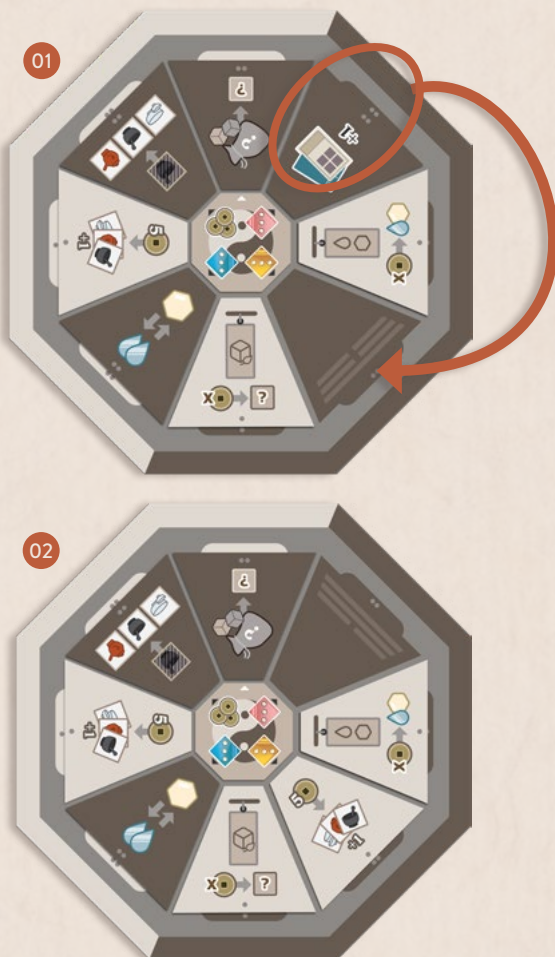
This card requires the player to balance the Bagua Wheel to fulfill.



When this card is available in the Market Board during a player's turn, they can choose to fulfill it through the Yin Yang Tiles. A balanced Bagua Wheel has 4 Yin (Dark) and 4 Yang (Light) Tiles (including the empty slot).

### Example: Balancing the Bagua Wheel

The Bagua Wheel isn't balanced currently because there are 5 Yin (Dark) and 3 Yang (Light) showing. To balance it, consider the color under the tile and on the Bagua Wheel. Here, the Diagnose Symptom Action Tile will work because flipping it will make one more Yang (Light). The color underneath the tile on the Bagua Board is Yin (Dark) which will balance the Wheel. This will make 4 Yin and 4 Yang.



When you complete a Bagua Public Order Card:

- Take the completed card and keep it near the player's Store for End Game Scoring.
- Player must also draw a new Public Order Card in place of the empty slot.

### Note: Bagua Public Order Cards

If the Yin Yang card is drawn during a player's Playerboard turn, they can only receive it if the Bagua Wheel is currently balanced. They cannot perform a second Yin Yang Action.



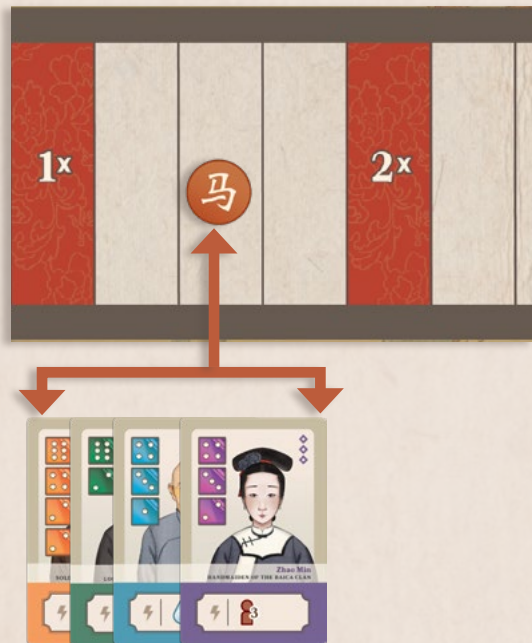
# PART 4: ACHIEVING SUCCESS

The Prosperity Board is divided into 3 tracks:  
**Reputation Track, Victory Point Track, and Round Tracker.** Movement on the Victory Point Track and Reputation tracks are earned through various ways throughout each round.

## REPUTATION TRACK

The Reputation Track refers to all of the Reputation Points a player earned through the Prescription Cards. Selected cards reward players Reputation Points, which advances their Player Counter up the Reputation Track.

**Example:** This player's counter is between the 1x and 2x multiplier. Since they have not reached 2x, their multiplier is 1x. Then, the player counts their total Public Order cards. They have 4 Public Order cards, so 1x multiplier x 4 cards = 4 Victory Points



**Note:** If a player's counter advances beyond the end of the Reputation Track, leave their counter on the final space and score an additional 2 Victory Points. If a player advances, score 2 points more for each advancement and add additional counters. Refer to next column for example.

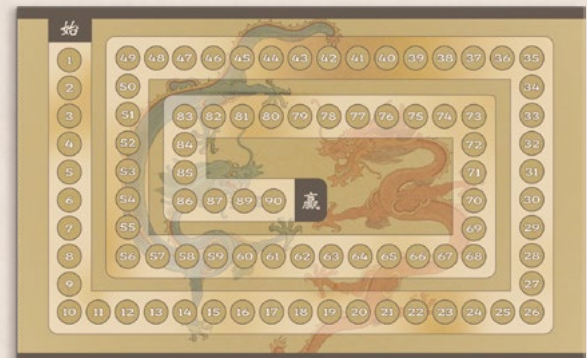
**Example:** This player has reached the end of the Reputation Multiplier. Every time they earn more reputation points, they get another 2 Victory Points. This player has scored the 4 Multiplier x 4 Public Order Cards + 4 additional VP (for having two counters at the end) = 20 Additional VP.



## VICTORY POINT TRACK

The Victory Point Track tracks the final point value of each player. Total Reputation Points, Symptom Cards, and Private Objectives contribute to this value. Each player Starts at 始 (Start).

If a player's score exceeds 90 Victory Points during the game, they automatically win.



## ROUND TRACKER

In a game of Rooted Remedies, there are 9 rounds and 2 Seasonal Market Refreshes.

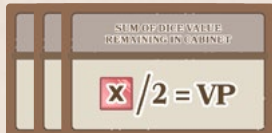




## PRIVATE OBJECTIVE

Each player receives 3 Private Objective Cards in the beginning of the game. By the end of the game, each player should only have 1 Private Objective Card left due to the Seasonal Market Refresh. There are 3 Types of Private Objectives: **Herb Type**, **Card Color Type**, and **Difficulty Type**.

### HERB TYPE



Players refer to their Herb Inventory for the selected dice color for this card. They add the values of each dice that are this color and divide the sum into 2. The total sum becomes the additional Victory Points they are awarded.

### CARD COLOR TYPE



Players refer to their completed Public Orders Cards for this card. They add every Public Order Card that holds the corresponding color. The total sum becomes the additional Victory Points they are awarded.

### DIFFICULTY TYPE



Players refer to their completed Public Orders Cards for this card. They add every Public Order Card that holds the corresponding diamond count. The total sum becomes the additional Victory Points they are awarded.

## CREDITS

### Game Design

Reina Kitamura

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SAIC Heavy Cardboards Spring 2024

## FINAL SCORING

The game ends after the 9th round or when a Player reaches 90 Victory Points during the game. Players can score points based on the Completed Cards, Victory Point Track, Reputation Track, and Private Objectives.

### PRIVATE OBJECTIVES

Each player reveals their Private Objectives Card and adds their additional Victory Points for any completed objectives.

### REPUTATION TRACK

Each player counts their total number of Prescription Cards and multiplies it by the highest number they reached on the Reputation Track. They add that number to their Victory Point Track Total.

Those who have not reached any multiplier number do not score any additional Victory Points from the Reputation Track.

### VICTORY POINT TRACK

After each player adds their additional Victory Points, the Victory Point Track will reveal the winner.

**Tip:** Calculate each player's total Victory Points one by one. Move their Victory Point Track counter after finish calculating. It makes it easier than calculating separately.

### TIED SCORING

In a scenario where there is a tie, the player with the most Jade Gourds is the winner. If players are tied with Jade Gourd, the player with the most Coins wins.

### A word from the Game Designers

We would like to extend special thanks to Stephen Farrell and Jacob Ristau, whom's help have been invaluable to the development of this game.

### Follow us @

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Caitlin Sukohardjo: csukohardjo.com



# QUICK REFERENCE

Each game of Rooted Remedies is divided into 9 rounds with 2 Seasonal Market Refreshes.

## GAMEFLOW

In a player's turn, there are 2 Actions they must take: **Yin-Yang Tile Actions** and **Playerboard Actions** which must be played in order.

### 1. YIN-YANG ACTION

Choose 1 of 3 options:

- Choose 1 Action from the Bagua Wheel: take a Yin-Yang Tile and flip it to the empty slot. Receive any rewards directly adjacent to the tile moved.
- Use a Jade Gourd to perform actions on the face-down side of any Yin-Yang Tile.
- Skip player Yin-Yang Tile Action and gain 3 coins.

### 2. PLAYERBOARD ACTIONS

The player may perform any amount of Free Actions as long as the player has the required resources.

- Complete any Public Order or Symptom Cards. Receive their immediate rewards.
- Use any available Tools on the dice in the players Herb Inventory.
- Spend 1 Waterdrop to Clean Tool.

## SEASONAL MARKET REFRESH

After Round 3 and Round 6, a Seasonal Market Refresh takes place. Refresh steps are also on the Round Tracker.

- Reroll all 9 dice in the Market.
- Refresh all 4 Prescription Cards in the Prescription Order Board by discarding the current ones to the Discard Space. Draw 4 new cards and place them onto the Prescription Order Board.
- Rotate the Central Rewards Tile one notch clockwise.
- Each Player resets all Tools and discard 1 Private Objective Card.

## ACHIEVING SUCCESS

The game ends after the 9th round, or when a Player reaches 90 Victory Points during the game. Players can score points based on the Completed Cards, Victory Point Track, Reputation Track, and Private Objectives.

## ICONS



REFRESH



CENTRAL  
REWARDS TILE



TOOLS



REFRESH ALL  
TOOLS



PRESCRIPTION  
CARDS



PRIVATE  
OBJECTIVE  
CARD



SYMPTOM  
CARD



FORAGE BAG



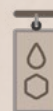
SEASONAL  
MARKET  
REFRESH



COIN VALUE



DICE VALUE



BUY  
INGREDIENTS



BUY HERBS



WATERDROP



BEESWAX



JADE GOURD



COINS



REPUTATION



DIAMOND/  
DIFFICULTY